

MagicA2024_engl

COLLABORATORS

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Chapter 1

MagicA2024_engl

1.1 MagicA2024_engl.guide

MagicA2024 1.0 - Documentation

Read first:

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Copyright and disclaimer

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1.2 MagicA2024_engl.guide/Copyright

Copyright

MagicA2024 (C) 1994 kMel, Klaus Melchior

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1.3 MagicA2024_engl.guide/Description

What is MagicA2024 ?

MagicA2024 is a commodity and patches the private routines of the icon.library to recolor MagicWB icons to the four A2024 colors. The bitmap is adjusted on the fly, extra chip memory is needed for the new image, the blitter is used.

While installing MagicWB or using a remapping tool like MUIReIcon, the remapped icon is shown, but the original icon is in work. But before

using an icon-editor switch off MagicA2024.

All icons with three or more bitplanes are modified. It's not possible to recognize non-MagicWB icons.

Two remap routines are implemented, the default one uses the blitter, check out which one is faster with your configuration.

It can also be used on a standard workbench with normal four-color palette. Feel free to use it with a workbench which has more than four colors, even non-MagicWB colors.

1.4 MagicA2024_engl.guide/Arguments

Arguments

CLI Template: BLANK/S,NOBLITTER/S,CXPRI/K/N,ON/S,OFF/S,REMOVE/S

BLANK/S - ToolType: BLANK

display a blank icon instead of the MagicWB icon <grin>

CXPRI/K/N - ToolType: CX_PRIORITY=x

priority of MagicA2024 commodity

OFF/S

deactivate the already running MagicA2024, now new icons are displayed with their original colors

ON/S

switch on the sleeping MagicA2024, new icons are remapped to A2024 colors

NOBLITTER/S - ToolType: NOBLITTER

a non-blitter routine is used for remapping

REMOVE/S

remove the running MagicA2024 from the commodities list

1.5 MagicA2024_engl.guide/Requirements

What you need !

- Kickstart >= 2.0
 - Workbench >= 2.0
 - A2024 monitor
-

- MagicWB-Icons

1.6 MagicA2024_engl.guide/Installation

How to install

The main directory contains MagicA2024. Copy the "MagicA2024" to a drawer which contains your utilities.

copy MagicA2024 bin:

To start MagicA2024 automatically you have to insert some lines in your 's:user-startup'. Like this:

```
;BEGIN MAGICA2024
run >nil: <nil: "bin:MagicA2024"
;END MAGICA2024
```

It's possible to start MagicA2024 within the WBStartup drawer, but then the recolorization hasn't access on the already opened icons.

PS: It's easier to use the Installer script !!!

1.7 MagicA2024_engl.guide/History

History of MagicA2024

```
1.0 15.08.94 * release to aminet & Fred Fish
      20.08.94 - didn't work with WB 37.xx, fixed [ubad]
      23.08.94 - enforcer hit with one image icons, fixed [ah]
      15.11.94 + increase speed of remapping
1.1          * release to aminet & Fred Fish
```

1.8 MagicA2024_engl.guide/Bugs & Limitations

This is restricted ...

- Bugs ? I hope not ...

- 2 kiske units: patch private routines of icon.library

1.9 MagicA2024_engl.guide/ToDo

What is to do in future ?

- german documentation
- patch routine to remap ToolManager docks
- patch routine to remap WorkBench patterns

1.10 MagicA2024_engl.guide/Credits

Thanks are going to ...

- Stefan Stuntz [ss] for several tips & testing
- Martin Huttenloher for MagicWB
- Andreas Harrenberg [ah], Gottfried Janik [gj] for testing
- Kai Iske (Mr Patch) for the icon.library hint
- and all I forgot to mention ...

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CLI arguments

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